EA SPORTS™

NHL™ 2002

OFFICIAL LICENSED PRODUCT
PRODUIT LICENCIÉ OFFICIEL

NHLPA

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

SLES-50425

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 2750KB minimum • Multitap (for Playstation®2) adaptable 1-5 Players (6-8 Players = second multitap required) • Analog Control Compatible: all buttons • Vibration Function Compatible

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Starting the Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the power indicator lights up, press the ⏏ button. The disc tray opens.
4. Place the *NHL™ 2002* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: 5 players can play NHL 2002™ by using a multitap (for PlayStation®2) and 5 controllers. 8 players can play by using 2 multitaps (for PlayStation®2) and 8 controllers.

- 5 players requires a multitap (for PlayStation®2) inserted into controller port 1. Insert 5 controllers into controller port 1-A, 1-B, 1-C, 1-D and controller port 2.
- 8 players requires a multitap (for PlayStation®2) inserted into controller port 1 and controller port 2. Insert 8 controllers into controller port 1-A, 1-B, 1-C, 1-D, 2-A, 2-B, 2-C and 2-D.

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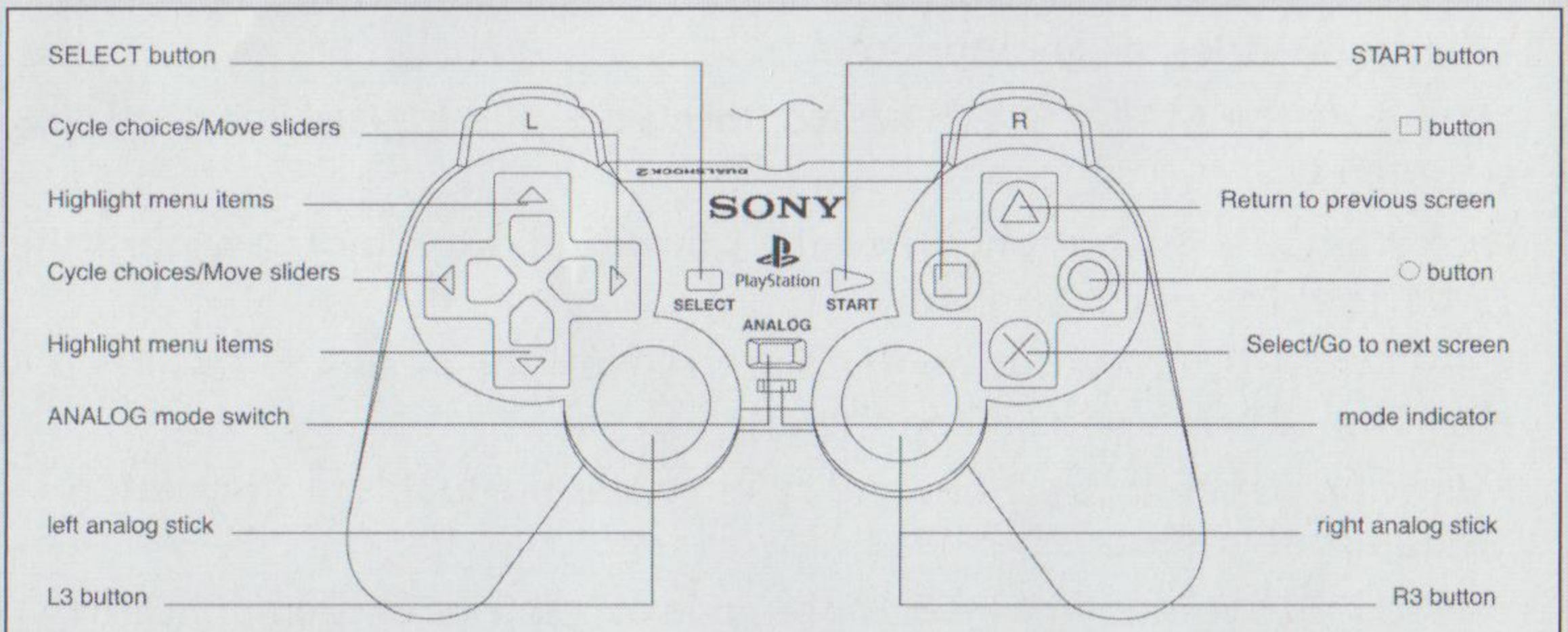
Command Reference

Menu Controls



Basic Controls

Learn these controls to get on the ice, then move on to Complete Controls (see p. 3) to rule the ice.

Player With Puck

Pass/Face off	✖ button
Shoot	■ button
Deke	▲ button
Manual deke	▲ button + directional button **LEFT/RIGHT**
Speed burst	● button
Spin left/Spin right	**L1** button/**R1** button

Player Without Puck

Change player	✖ button
Speed burst/Body check	● button
Poke check/Block shot	■ button
Big Hit	▲ button

Introduction

EA SPORTS™ hits the ice for another season of all-out powerplay hockey. This time you're the hero, shooting the game-winning one timer or knocking away that last ditch slapshot from your opponents. Play-by-play announcing and colour analysis by Jim Hughson and Don Taylor bring the reality of the NHL right to your PlayStation®2 console. With six different game modes, including an in-depth career mode, *NHL™ 2002* brings you more hockey action than ever before.

Features:

- **Play Your Cards Right** – Show off superior skills and dazzling moves to earn NHL Cards for boosts, cheats and hero celebration cards.
- **Lights, Camera, Action** – Be the hero of the most exciting play in hockey with the new Breakaway Cam.
- **Get the Whole Story** – Follow the game's story in cinematic and audible detail with the unique EA SPORTS Gamestory feature.
- **Raise Your Blood Pressure** – Pump up the home crowd or quiet the hostile masses – either way you can see the results on your team's Emotion Meter.
- **It's In The Game™** – Totally new animations allow players to reach for passes, kick the puck up to the stick or fire off exquisite saucer passes.

For more info about this and other titles, check out EA SPORTS on the web at www.easports.com.

Complete Controls

These are all the controls you need to dominate in the rink.

Player With Puck

Pass/Face off	✖ button
Saucer pass	Briefly hold the ✖ button
Shoot	■ button
Auto Deke	Tap the ▲ button
Manual Deke	Hold the ▲ button
Speed burst	● button
Spin left/Spin right	**L1** button/**R1** button
Quick Stop	● button + directional button (opposite to direction that player is skating in)

Player Without Puck

Change player	✖ button
Speed burst/Body check	● button
Poke check/Block shot/Hook	■ button
Big Hit	▲ button
Quick Stop	● button + directional button (opposite to direction that player is skating in)

Goalie With Puck

Pass	✖ button
Clear puck	■ button

Goalie Without Puck

Save attempt	● button
Control goalie	**SELECT** button

Faceoffs

Draw puck	✖ button
Big Hit	▲ button

Fighting

High punch	■ button
Uppercut	✖ button

Strategy

Line change	**R2** button (repeat as needed)
Pause game	**START** button

Additional Controls

In addition you can map many other controls to controller buttons using the Configure Controller option (for more information, see *Configure Controller* on p. 16) such as Skate Backwards, Call for Deflection/Block Shot, Pull Goalie and Free Skate.

***EA* Tip:** To execute a One Timer, press the ✖ button and then press the ■ button before the pass reaches the receiver.

***EA* Tip:** To execute a Saucer pass, press and briefly hold the ✖ button.

***EA* Tip:** Pay attention to the Shot Meter under your player's name bar. Wrist shots are taken when the meter is in the blue. The more blue, the harder the wrist shot is. Slap shots are taken when the meter is in the green. The more green, the harder the slapshot is. If you wind up too long, the meter turns red and you are more likely to miss the net.

Setting Up the Game

Bring your attitude, because you're going up against the biggest bruisers in the NHL. This section gives you all you need to go from rink side to ice.

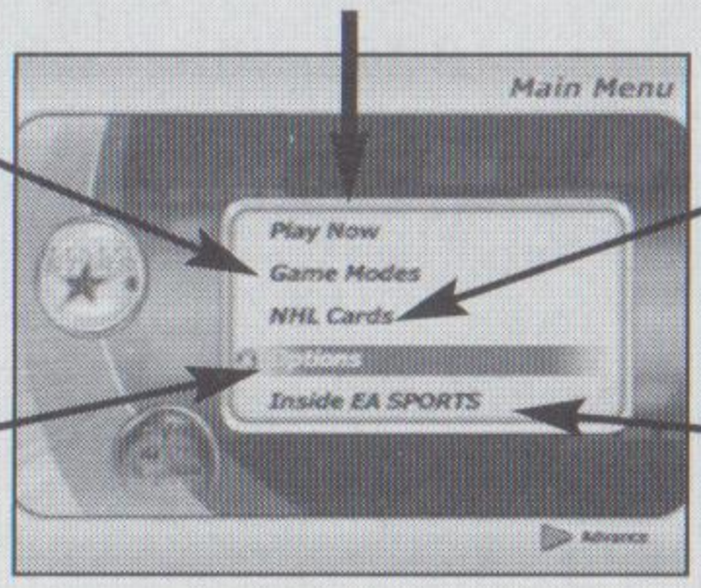
Main Menu

From the Main menu you can jump onto the ice and Play Now, access a variety of game modes, view your NHL Card status, adjust your options and take a look Inside EA SPORTS.

Play against the opponent of your choice in an NHL pre-season type game (for more information, see Play Now on p. 5)

The Game Modes screen lets you start a new Season, Playoffs, Tournament or Shootout (for more information, see Advanced Game Modes on p.16

Customise almost every aspect of your game (for more information, see Options on p. 9)



View your Cardbook or tasklist, see what celebrations or Easter Eggs you've earned, or create or modify profiles (for more information, see NHL Cards on p. 19)

Inside EA SPORTS allows you to check out game credits and upcoming titles from EA SPORTS

Press the **START** *button to advance to the Quick Game setup screen*

Starting the Game

Play a single game as your favourite NHL team.

Play Now

Play Now to get on the ice fast.

To start a Quick Game:

1. From the Main menu, choose PLAY NOW. The Play Now Game Setup screen appears.
2. Press directional button **LEFT/RIGHT** to assign a controller to a team.
   - To choose a new team, press directional button **UP/DOWN** or press the **L1** button/**R1** button for random away and home teams, respectively.
   - To access the Game Settings pop-up screen, press the ● button (for more information, see *Basic Game Settings* on p. 6).
3. Once you have the game set up the way you want it, press the **START** button to advance to the Team Options screen.
   - If you press the **START** button without assigning a controller to a team, the CPU simulates a game between the two chosen teams.
4. At the Team Options screen, choose the team jerseys, set your Line Change and Shot Aim options, access the Coaching Strategies screen, select a loaded NHL Card Profile and adjust Player Boost and Goalie Boost.

   ***EA* Tip**: Use Player Boost and Goalie Boost to even the playing field between two *NHL* gamers of different skill levels. Move the more skilled player's slider to the left or the less experienced player's to the right.
5. Press the **START** button and get ready for the faceoff.

The icons next to your players tell you what their strengths are:

Hammer – big hitter

Hockey Stick – big shooter

Shield – hero

Fire – hot streak

Cross – injured, can't play

Plaster – injured, can play but is susceptible to further injury if he does

Bullseye – sniper

Slashed Circle – suspended for starting too many fights

Thermometer – player has the flu

Ice – cold streak

Z Bubble – tired, indicates that a goalie has played too many games without resting

Basic Game Settings

The game settings below can be found on the Game Settings pop-up by pressing the ● button in Play Now mode. For more advanced settings, see *Rules and Settings* on p. 9.

- To access the Game Settings pop-up in Play Now mode, press the ● button at the Play Now Game Setup screen.

Note: Default options are listed in **bold** in this manual.

LEVEL	Set the skill level at **BEGINNER**, EASY, MEDIUM or DIFFICULT.
CLOCK SPEED	Set the game time at **5**, 10, 15 or 20 minute periods.
PENALTIES	Decide how often penalties are called.
FIGHTING	Decide how often a fight breaks out.
OFFSIDE	Determine whether or not the referees call offsides. A player is offside when he crosses over the other team's blue line before the puck does.
ICING	Determine whether or not the referees call icing. Icing occurs when a player hits the puck from his own half of the ice beyond the other team's goal line.
2 LINE PASS	Determine whether or not the referees call a two line pass infraction. This penalty occurs when a player passes the puck over at least two lines (a blue line plus the red line) to a team-mate.
INJURIES	When **ON**, players can be injured.

Coaching Strategies

Learn these coaching strategies and make your run toward the Stanley Cup.

Offence Strategies

Triangle Offense: The three forwards create an offensive triangle on one side of the ice. The puck carrier always has two outlet passes, if he is not open. The three forwards rotate (or cycle) the puck, looking for an open opportunity for a shot or one-timer, or an opening to drive the net.

Positional Offense: In this conservative offensive system, players play positionally. The Center plays the slot and wingers cover the boards, breaking for the net when open. One forward plays defensively, while the other two attack the net.

Funnel Offense: This is an aggressive offence based on overloading the slot. Two or three forwards move into the slot and attempt to screen, deflect or pick up rebounds. Defensemen shoot the puck at the front of the net.

Behind the Net Offense: This strategy is most effective when a skilled Center can setup behind the net and look for a pass to a player in the slot. It creates great opportunities for one-timers, wraparounds and tap-ins, but leaves the Center out of position if the puck is turned over.

Crash the Net Offense: High pressure offence that sees the forwards attack the front of the net. Players should be in position for a rebound or deflection, or to push the puck through the goalie. The defenseman pinches and drives to the slot if pressure is high. This strategy has a high risk of disallowed goals.

Combination Offense: This balanced offence uses a variety of offensive strategies. The forwards' play is more based on the position of the puck and 2-on-1 opportunities. Defensemen play a mixture of passing and shooting.

Powerplay Strategies

Shooting Power Play: This Power Play depends on good passing and puck movement. Two players are in front of the net for deflections or rebounds. The shots come from a distance and the goalie is screened.
Umbrella Power Play: This Power Play is set up to allow an open man to take a shot. It works best for getting one-timers or cross-ice passes for a shot. Shots come from the point, from either defensemen or the wingers.
Overload Power Play: This Power Play overloads one side of the ice. It creates an outnumbered situation, which creates 2-on-1 opportunities (Back Door). Players look to move, set a pick and pass until opportunities are available. Far defensemen can sneak in for a back door pass.
Combination Power Play: This Power Play combines strategies to create a 2-on-1 or a shot from the point. Players react more to the puck location and create open passes, shots or a path to the net. It is a more dynamic strategy, based on fast passes and shots.

Penalty Kill Strategies

Passive Box Penalty Kill: This penalty killing strategy is very positional in a tight box formation. Players move to cover and attack key players in the slot. Passive Box does not pressurise highly skilled teams and allows puck movement on the outside.
Large Box Penalty Kill: Large Box penalty killing makes a wide box formation that maintains pressure on the outside. Players attack the puck carrier and their first pass. This strategy tries to make the Power Play pass through the defensive players, creating turnovers.
Diamond Penalty Kill: This penalty killing strategy covers an offensive player in front of the net. It provides effective coverage of players using an Umbrella Power Play. It is similar to a Passive Box on end and allows for some movement to the left and right.
Combination Penalty Kill: This penalty killing strategy is made up of a variety of defensive strategies. Players react to positional play and puck location. It is a more aggressive defence, where the nearest player attacks the puck carrier.

Defence Strategies

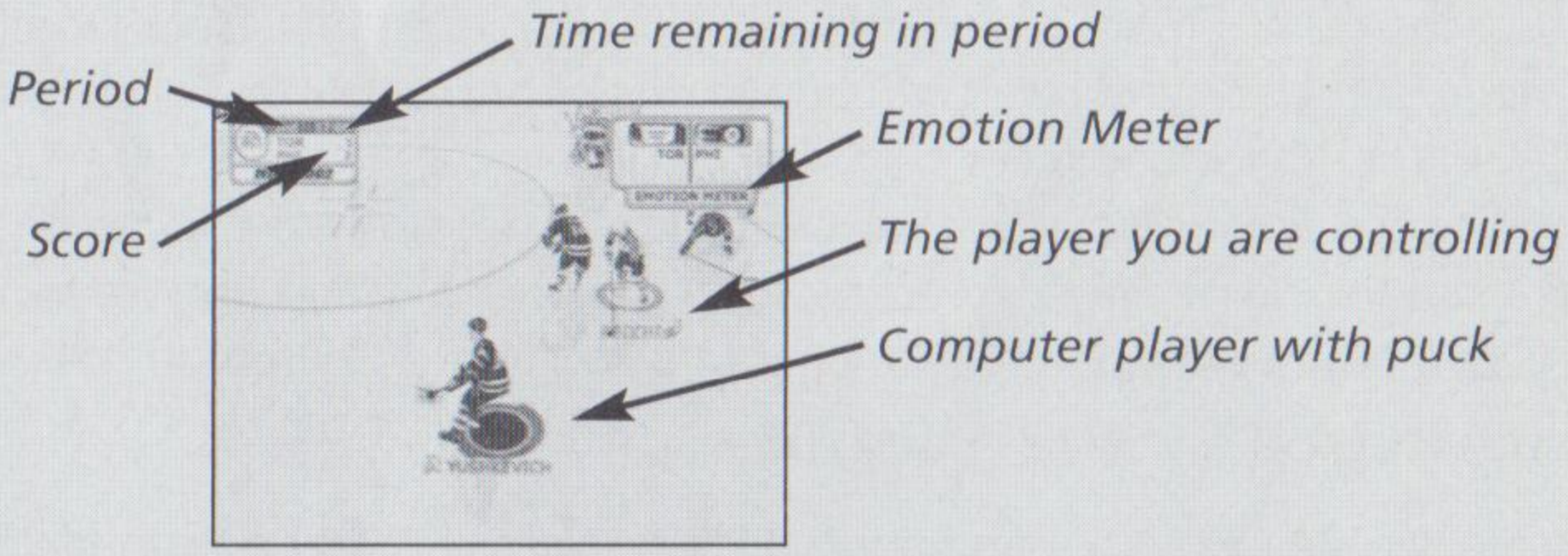
Collapsing High: The front of the net is covered and the whole slot area is protected. Shots are forced to come from the outside and many are blocked. High pressure is used when the puck is below the faceoff dots because of the outman situation that exists against the offence.
Collapsing Low: The front of the net is covered and the whole slot area is protected. Shots are forced to come from the outside and many are blocked. The defence attacks only when the offence tries to attack the slot area.
Staggered High: Pressure is applied on the puck carrier by the defensive player when he attacks in his area. The pressure continues no matter where the puck is. The off-side winger always controls the high slot, allowing for extra protection in the slot.
Staggered Low: Pressure is applied on the puck carrier by the defensive player when he attacks the scoring area. The off-side winger always controls the high slot, allowing for extra protection in the slot.
Tight Point High: Points are covered by the high defensive forwards. The low area is covered by the defensemen and the first forward back. When used against teams with great point shots, this strategy is very susceptible to overloading in the high slot.
Tight Point Low: Less likely to create turnovers, this strategy is often used against teams with skilled offensive defensemen who you want to take out of the play. This strategy is very dangerous against teams using the high slot area.

On the Ice

Get ready to wreak havoc on the ice. This section explains the Game screen and Pause menu.

- To skip the introduction sequences before the game, press the ■ button.

Game Screen



- When a computer player has the puck, he is marked with a black circle and his name.
- The player you are controlling has a blue circle (red for player 2). When this player has the puck, the circle is shaded.
- *NHL 2002* gives you variable puck control. The better control of the puck a player has, the darker his controller icon is. Better players gain control of the puck faster. It's easier to take the puck off a player with low puck control.
  - **Note:** If you are using a multitap (for PlayStation®2), each of the players has different coloured circles.
- When one team has the Emotion Meter way up, the player with the puck has flashing red shading in his circle. The Emotion Meter bar itself flashes as well.

Pause Menu

Access and change game settings, view instant replays or quit the current game.

- To access the Pause menu, press the **START** button.

RESUME	Return to the game.
RULES & OPTIONS	Change the rules, display options and sound options (for more information, see *Basic Game Settings* on p.6
STATS CENTRAL	View team, player and game stats (for more information, see *Stats Central* on p. 15).
CAMERA	Change the camera and various camera settings such as Autozoom and Auto Replay.
<Team Name> OPTIONS	Change your Team Options (for more information, see *Play Now* on p. 5), adjust your strategies or edit your lines.

To edit a line from the Pause menu:

1. To select a desired line, press directional button **LEFT/RIGHT**
2. To select a player to replace, press directional button **UP/DOWN** and then press the ✖ button.
3. To highlight a substitute for this player, press directional button **UP/DOWN**.
4. To process the position swap, press the ✖ button.

- To view the players' different ratings, press directional button **LEFT/RIGHT**. View which positions and lines the highlighted player is already on at the bottom of the menu.

CONTROLLER SETUP	Re-assign a controller to the other team or configure a controller (for more information, see *Configure Controller* on p. 16).
NHL CARDS	View your cardbook or task list, or activate cards.
REPLAY	Review the last play from different angles:
Change Camera Angle	directional button
Play	✖ button
Advance one frame	● button (hold for fast forward)
Reverse one frame	■ button (hold for fast rewind)
Hide/show controller diagram	▲ button
Switch camera focus	**L1** button/**L2** button
Zoom out/in	**R1** button/**R2** button
Reverse camera angle	**SELECT** button
Exit Replay	**START** button
QUIT	Quit the game and return to the Main menu.

Options

The Options menu is your gateway to controlling the entire game. Access Rules and Settings to play the game the way you want to play it. Create players and adjust your rosters, view team and player stats, configure your controller and load or save rosters.

Rules and Settings

From the Rules and Settings menu, you can set the rules of the game and adjust your gameplay, audio and display settings.

Rules

The Rules screen gives you access to all of the Basic Game Settings options (for more information, see *Basic Game Settings* on p. 6) except Level. It also lets you set the following options:

RINK TYPE	Choose between **AUTO**, NHL and INTERNATIONAL. When on AUTO, the home team determines the rink type.
TIE-BREAK	Choose if a tied game is decided by overtime (OT), shootout or other: **AUTO**, CONTINUOUS OT, SHOOTOUT, OT AND SHOOTOUT, SINGLE OT (4 ON 4), SINGLE OT (5 ON 5) and NONE. When on **AUTO**, the home team determines the tie-break option.

Gameplay Settings

- To toggle between Basic and Advanced Gameplay Settings, press the **L1** button or **R1** button.

Basic

SKILL LEVEL	Choose **BEGINNER**, EASY, MEDIUM or DIFFICULT.
GAME SPEED	Set the speed of the action on the ice.
FATIGUE	Determine how quickly your players tire.
HITTING POWER	Adjust the power of the players' hits.
SHOT ACCURACY	Adjust the accuracy of shots.
PASS ACCURACY	Set the accuracy of passes.
PASS SPEED	Adjust the speed of passes.
PASS INTERCEPTIONS	Determine the frequency of interceptions.
INJURIES	Adjust the likelihood that players incur an injury.
EMOTION EFFECT	Set the amount that the Emotion Meter reacts to big plays.

- When Emotion Meter is set to OFF, your team does not gain the Emotion Meter bonus.

GOALIE REBOUNDS	Determine how fast the puck rebounds from the goalie.

Advanced

SPEED BURST LENGTH	Adjust the duration of your player's speed burst. The higher the value, the longer your speed burst lasts.
SPEED BURST %	Adjust the percentage of your player's speed burst. The higher the value, the more power your speed burst has.
FATIGUE RECOVERY	Determine how quickly players recover from fatigue.
FALL RECOVERY	Determine how quickly players recover from a fall.
AGGRESSION	Set the level of aggressiveness.
SHOT BLOCKING	Set the likelihood of shots being blocked.

PUCK ELASTICITY	Determine the elasticity of the puck. The higher the value, the more "bouncy" the puck is.
PUCK FRICTION	Adjust the amount of puck friction. With a higher value, the puck slows more on the ice due to friction.
RETAIN PUCK	Determine how likely goalies are to hold on to the puck.
PUCK CONTROL	Determine how well your players control the puck.

Sound Settings

Set your Audio to MONO, STEREO, **DOLBY™ PRO LOGIC** or DTS. Change the volume levels for music, sound effects, crowd, play-by-play and rink speech. Toggle colour commentary **ON**/OFF.

Note: To take advantage of the DOLBY setting, your home audio system must have Dolby Pro Logic Surround capability.

Note: To take advantage of the DTS setting, your home audio system must have DTS capability.

Display Settings

Set your camera, display and overlay options.

Create Player/Rosters

The Create Player/Rosters menu lets you adjust your lines, trade players and create new players, custom teams and jerseys and more.

Create Player

Create an NHL hero! Adjust your player's appearance and set his skill levels, then assign him a birth date, nationality, jersey number and more.

To create a player:

1. Select CREATE PLAYER from the Create Player/Rosters menu. A pop up window appears.
2. Choose CREATE PLAYER from the list of options. The first Create Player screen appears.

- The Create Player feature is broken down into five screens or pages: Appearance, Personal Info, Player Profile, Basic Stats and Player Summary.

3. Click on a feature to choose one of the options. When you've finished choosing skin tone, nose, eyebrow, eye colour, eye shape, mouth and facial hair options, press the **START** button to advance to the next screen.

- If you enter a first name that is recognised by the game, a play-by-play name is automatically chosen for you.

4. Click on a box to enter the player's information for any given category. When finished, advance to the next screen by pressing the **START** button.
5. Enter the Player Profile information in the same way. Continue to the Basic Stats screen.

- Press the **L2** button or the **R2** button to access three screens of advanced stats.

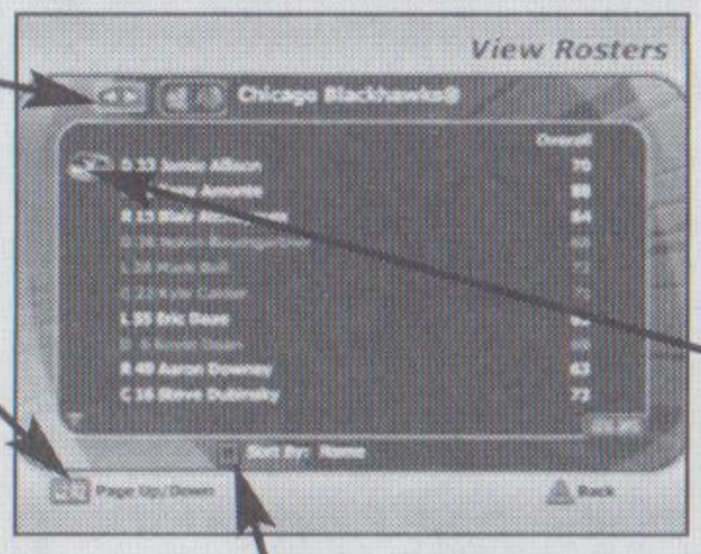
6. Set your player's abilities by adjusting the sliders to increase or decrease his skill level for a given attribute.
7. After you press the **START** button at the Player Summary screen, a pop up appears asking if you would like to save this player. Choose YES and then press YES again to place your created player on waivers.

View Rosters Screen

View the rosters of every team and pull up information on every player.

*Press directional button **LEFT/RIGHT** to cycle through teams*

*Press the **L2** button/**R2** button to move a page up/down*



*Press the **L1** button/**R1** button to change the displayed player attribute*

Press the ✖ button to bring up the player's information

Press the ■ button to sort by POSITION, ATTRIBUTE, JERSEY NUMBER or NAME

Edit Lines

Reorder your lines to accommodate injured players, strengthen your game strategy or work around a gap left by a player in the box.

To edit a line:

1. Press directional button **LEFT/RIGHT** to select a team.
2. Press the **L2** button/**R2** button to select a line category, then press the ● button to select a line.
3. Press directional button **UP/DOWN** and press the ✖ button to select a player to replace. This brings up a player list.
4. Press directional button **UP/DOWN** to highlight a substitute for this player.

- To change the displayed player attribute, press the **L1** button/**R1** button.

5. Press the ✖ button to process the position swap.

- To let the CPU choose the best lines for you, press the ■ button.

6. When you've finished, press the ▲ button to return to the Rosters screen.

Trade Players

Follow the NHL to keep your teams up to date. Create your own trades of up to eight players in total from two teams (four per team) to build the ultimate force on the ice!

To trade a player:

1. Select a team, then add players to the trading block by highlighting them and pressing the ✖ button.

2. Press the ● button to switch to the other team, then add that team's players to the block.
3. To finalise the trade, press the **START** button. You may then make more trades.

- To sort the players by NAME, ATTRIBUTE, etc, press the ■ button. To select the attribute you want to view, press the **L1** button/**R1** button.

4. When you've finished, press the ▲ button to return to the Rosters screen (your trades are automatically saved).

Fantasy Draft

In Fantasy Draft, all of the players are thrown into one big pool and all teams build their rosters from scratch. Each team chooses one player at a time until a full team is complete.

To conduct a Fantasy Draft:

1. At the Fantasy Draft Order screen, choose which teams you wish to control by highlighting a team and pressing the ✖ button.

- To change the order of the draft, press the **L1** button/**R1** button for random order or swap two teams' positions by pressing the ■ button. A pop-up window lets you choose the two teams to swap. The numbers next to the teams indicate their current draft order position.

2. Press the **START** button to proceed to the draft. If you have not selected at least one team to control, the computer conducts an autodraft of the entire draft.
3. Press the ● button to toggle between the user team and the available players.
4. Make your selection and press the ✖ button. A pop-up window asks you to confirm your choice, then the computer autodrafts all non-user-controlled teams until your next pick.
5. After the round is over, a Round Summary pop-up window appears. Press the **START** button to advance to the next round.

- You can let the computer autodraft the remainder of the draft for you by pressing the **START** button at the Fantasy Draft screen.

6. After the draft is complete, you return to the Rosters screen to see what you've built.

Custom Teams

Assign players to custom teams or build a team composed entirely of your favourite player by assigning multiple copies of the same player. Custom Teams works in a similar way to making trades, except that you are not trading players, just assigning them (they'll still be on their original teams, too).

To build a custom team:

1. Press the ● button to switch sides, then select **EA BLADES** or EA STORM as your custom team by pressing directional button **LEFT/RIGHT**.
2. Press the ● button to switch back to the team list, then press directional button **LEFT/RIGHT** to select a team or the Waivers list to choose players from.

3. Highlight the player you want and press the ✖ button to select.

- You can select the same player more than once.
- To remove a player from your custom team, highlight that player in the custom team list on the right and press the ✖ button.

4. Once you have enough players selected (18 skaters and two goalies), a pop-up window informs you that your team is activated. After the custom team is activated, it is available when choosing teams in Play Now mode.
5. Once your team is activated, you can continue adding players or press the ▲ button to return to the Rosters screen. You can continue adding players up to a maximum of 3 goalies and 37 skaters.

- You must save your rosters to a memory card (8MB) (for PlayStation®2) if you want to use the team again after switching off the console (for more information, see *Saving and Loading* on p. 21).

Jersey Number Selection Screen

Assign any player a new jersey number.

To assign a new jersey number:

1. Select a player as you would on the View Rosters screen (for more information, see *View Rosters Screen* on p. 12). The Select Jersey Number pop-up window appears.
2. Press directional button **LEFT/RIGHT** to select a new jersey number, then press the **START** button.

- You cannot have two players on the same team with the same number. The computer only allows you to choose from available jersey numbers.

Load/Save Rosters

Got the league set up just the way you want it? Save your favourite team line-ups, then re-load them whenever you want. For more information, see *Saving and Loading* on p. 21.

Set Default Rosters

To set one of your saved roster setups as the game's default roster setup, choose SET DEFAULT ROSTERS from the pop-up window, then select that roster from the Set Default Rosters pop-up window. This feature automatically loads your saved rosters when you start *NHL 2002* on your console.

- You may reset the game's original default rosters at any time by choosing CD DISC ROSTERS from the Load Rosters option.
- Press the ▲ button to return to the Rosters screen.

Stats Central

View team and player statistics. Below is a key to the abbreviations:

Team

GP	Games Played
W	Wins
L	Losses
T	Ties
OTL	Regulation Ties (Overtime Loss)
P	Points
W%	Winning Percentage
GF	Goals For
GA	Goals Against
PPGF	Power Play Goals For
TPP	Time on Power Play
PP%	Power Play Percentage
SHGA	Short Handed Goals Against
PPGA	Power Play Goals Against
TSH	Times Short Handed
PK%	Penalty Killing Percentage
SHGF	Short Handed Goals For

Player

GP	Games Played
G	Goals
A	Assists
P	Points
PIM	Penalties in Minutes
+/-	How many goals are scored for and against during regular strength (not PP or PK) while a player is on the ice For example, -1 +/- means two against, one for.
PPG	Power Play Goals
SHG	Short-Handed Goals
GWG	Game-Winning Goals
GTG	Game-Tying Goals
S	Shots
S%	Shooting percentage
FOW	Face Offs Won
FOT	Face Offs Taken
Hits	Hits
GV	Giveaways
TK	Takeaways
Min	Minutes played per game

Goalie

GP	Games Played
GAA	Goals Against Average
W	Wins
L	Losses
T	Ties
GA	Goals Against
SA%	Save percentage
SA	Saves
SO	Shutouts
Min	Minutes played total
PIM	Penalties In Minutes
ENG	Empty Net Goals
G	Goals
A	Assists
P	Points

Configure Controller

Change the commands on your controller so you can play the way you want to play.

To configure a controller:

1. On your controller, press the button that you want to assign a new command to.
2. In the pop-up window, press directional button **UP/DOWN** then press the ✖ button to choose a new command. The button swaps commands with the button that the chosen command was previously assigned to. You may also assign currently un-mapped controls in this manner.
3. When you've finished, press the **START** button. A pop-up window appears from which you can turn Vibration **ON**/OFF (with the analog controller (DUALSHOCK) and the analog controller (DUALSHOCK®2) controllers only), reset the changes you have made to the controller and start again, and discard or accept the configuration you have set up and return to the Game Settings menu.

Load/Save Settings

Save your adjusted settings and reload them each time you play.

- For more information about Loading and Saving settings, see *Saving and Loading* on p. 21.

Advanced Game Modes

Work your way through a Season, build a career, win it all in the Playoffs, fight your way through a Tournament or show off your superior skills in a Shootout.

Season/Career

Guide your team through a heated NHL season. Withstand the months of fatigue, illness and injury and you'll have a shot at the Stanley Cup. Play up to 10 Seasons and you've got an NHL career.

To start a new Season:

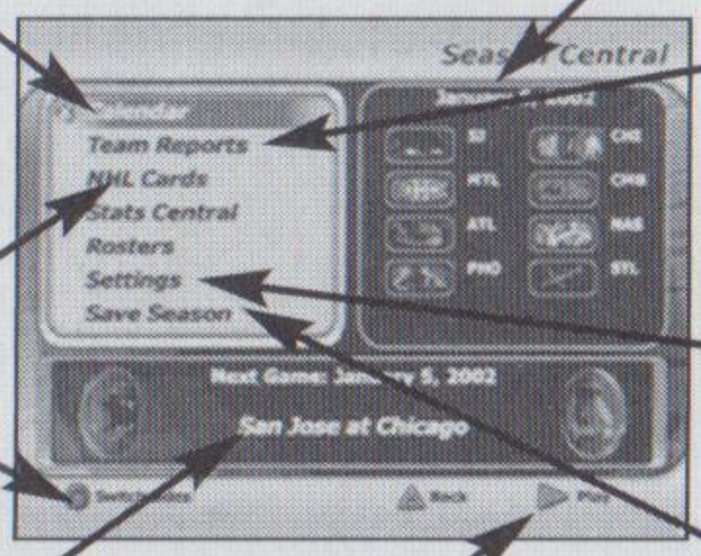
1. Choose SEASON from the Game Modes screen.
2. Select NEW SEASON from the pop-up window. The Season Settings pop-up window appears. Most of the options in the Season Settings pop-up window are self-explanatory. Those that are not are listed below.

CPU TRADING When **ON**, the CPU-controlled teams offer trades to you and to other CPU-controlled teams, and they have the ability to reject trades offered to them. When OFF, only human users initiate trades and CPU teams won't reject trades.

TRADE DEADLINE When **ON**, you may only make trades up to a certain date. That date depends on the Season Length. For a regulation 82-game season, the date is 22nd March, 2002.

OVERTIME LOSS Set at **1 POINT** or 0 POINTS. The official NHL rule states that the losing team in a regular season overtime game still gets one point. With the old rule, the overtime loser did not receive any points.

3. Once you finish adjusting your settings, press the **START** button to advance to the Team Select screen.
4. At the Team Select screen, highlight the team or teams you want to control and press the ✖ button. Then press the **START** button to advance to the Season Central screen.



All the options and more of the main Rosters menu (see Rosters on p. 12) except Fantasy Draft, Custom Teams and Load/Save Rosters

Access NHL Cardbook

Press the ● button to switch between the menu and the schedule window

Highlight a user-controlled game and press the ✖ button to simulate

Highlight a user-controlled game and press the **START** *button to advance to the Game Setup screen*

View a monthly schedule by team

Get an update on each team's last ten games, top scorers, injuries and more (see Stats Central on p. 15)

Access Rules (see p. 9), Customize Gameplay (see p. 10), Options (see p. 9) and Configure Controller (see p. 16)

Save your Season, including all settings (see Saving and Loading on p. 21)

- The computer automatically simulates games between two non-user-controlled teams.
- To simulate a block of games, press directional button **RIGHT** while in the schedule window to jump ahead in the schedule, then press the ✖ button to simulate all games to that date.

- Press the **START** button to get to the Season Game Setup screen.

5. At the Season Game Setup screen, press directional button **LEFT/RIGHT** to assign a controller to a team, then press the **START** button to advance to the Team Options screen.
6. Set your team options (see *Play Now* on p. 5), then press the **START** button to head to the rink for the faceoff.

Post-Season

After the season is over, the Season Central screen appears with some additional options:

PLAYOFF TREE View the team matchups for the playoffs, the number of wins in the series and the seedings for each team. Press directional button **LEFT/RIGHT** to scroll the screen left/right.

AWARDS After the entire Season is over, view the winners of all awards, from the Art Ross Trophy for the league's regular-season scoring leader, to the Hart Memorial Trophy for the league MVP.

Navigating a Career

Build a career over the course of 10 gruelling NHL seasons.

RETIRING	At the end of each season players retire from the league.
PLAYERS	Make sure you keep track of who's leaving.
DRAFT	Need a Center? A Sniper? A heavy Hitter? Before the beginning of the next season, draft rookies onto your own team!
FREE AGENCY	See who the Free Agents are. Test your GM skills by seeing if you can sign any of them.

To sign a Free Agent:

Select the Player you wish to sign. You have four to choose from. Pay particular attention to the Mood Indicator. The colours of the Mood Indicator are interpreted as follows:

Yellow	He's extremely happy to sign with you.
Orange	He's happy to sign with you.
Red	He's indifferent.
Purple	He's not too thrilled with your team.
Green	He's not interested in your team at all.
NEXT SEASON	After the Rookie Draft and signing Free Agents, continue to the next season.

Playoffs

Skip the regular season and jump right into the post season. You set the teams, the rules and the Playoff structure.

To start a new Playoff:

1. Choose PLAYOFFS from the Game Modes screen.
2. Select NEW PLAYOFFS from the pop-up window. The Playoff Settings pop-up menu appears.
3. Choose your Playoff settings, including Valid Conference. Valid Conference means that you cannot move a Western Conference team into the Eastern Conference, for example. Press the **START** button to advance to the Team Select screen.
4. Navigate through the remaining screens as you would in Season mode (for more information, see *Season/Career* on p. 17).

Tournament

Set up a tournament where you decide who plays and bring in the best teams in the world. Choose from 20 international teams plus all 30 NHL teams.

To start a new Tournament:

1. Choose TOURNAMENT from the Game Modes screen.
2. Select NEW TOURNAMENT. The Tournament Settings window appears.
3. At the Tournament Settings pop-up window, set the number of teams (4 to 16), number of rounds (1 to 4), host nation and other options. Press the **START** button to advance to the Team Select screen.
4. Navigate through the remaining screens as you would in Season mode (for more information, see *Season/Career* on p. 17).

- After the Medal Round begins, you can access the Medal Round screen from the Tournament Central screen. The Medal Round screen functions in the same way as the Playoff Tree screen (for more information, see *Post Season* on p. 18).

Shootout

Take it down to the wire and test your team's ability to keep cool under pressure in this intense Penalty Shot battle to the finish. Take five players and a goalie into a one-on-one battle!

To start a Shootout:

1. Choose SHOOTOUT from the Game Modes screen. The Shootout Setup screen appears.
2. Press directional button **LEFT/RIGHT** to assign a controller to a team, then press directional button **UP/DOWN** to change teams.
3. When you've finished, press the **START** button to advance to the ice.

Multiplayer

In Multiplayer mode 5 players can play *NHL 2002* by using a multitap (for PlayStation®2) and 5 controllers. 8 players can play by using 2 multitaps (for PlayStation®2) and 8 controllers.

- 5 players requires a multitap (for PlayStation®2) inserted into controller port 1. Insert 5 controllers into controller port 1-A, 1-B, 1-C, 1-D and controller port 2.
- 8 players requires a multitap (for PlayStation®2) inserted into controller port 1 and controller port 2. Insert 8 controllers into controller port 1-A, 1-B, 1-C, 1-D, 2-A, 2-B, 2-C and 2-D

NHL Cards

Earn points for big plays, then use your points to buy NHL Cards. You can buy player cards, special cheats and hero celebration cards.

- To start NHL Cards, from the Team Options screen choose an NHL Cards profile.

To set up an NHL Cards profile:

1. From the Main menu, choose NHL CARDS. The NHL Cards menu appears.
2. Select CREATE NEW PROFILE and press the ✖ button. A pop up screen appears.
3. Enter a profile name and then press the **START** button to return to the NHL Cards Profiles screen. Press the ▲ button to return to the NHL Cards menu and then press the ▲ button again to return to the Main menu.

Earning Points

There are a number of tasks you can perform to earn points, which may be used to purchase cards. Here are some examples of these tasks:
Score with a Hero
Get a shutout
Finish a game with 50% Penalty Kill Rate
Go undefeated in the Playoffs

Buying Cards

Cross your fingers and purchase a pack of NHL Cards.

To buy a pack of NHL Cards:

- From the NHL Cardbook, view cards and press the n button to buy a pack of cards.
- In Season, Playoff or Tournament mode, go to the Season/Playoff/Tournament Central screen. From there select NHL Cards, enter the Cardbook and then buy.
- You get 10 cards in each pack.

Activating Cards

Use an NHL Card to get a boost in the game and an advantage over your opponent.

- To view a card, from within the Cardbook, highlight it and press the ✖ button. Then press the ● button to view the reverse side.

To activate a Player or Cheat Card

1. Make sure your NHL Profile is ON. During the game press the **START** button to access the Pause menu.
2. Select NHL CARDS.
3. Select your Cardbook (the Cardbook shows you which cards you can activate).
4. Select the card you want to activate by pressing the ✖ button.
- Flip the card to see the back of it by pressing the ● button
5. Press the ✖ button again to play the card. An overlay appears asking you to confirm. Press the ✖ button to confirm.
6. Press the **START** button or the ▲ button to return to the game.

To activate a celebration NHL™ Card:

1. From the NHL Cards menu, choose CELEBRATIONS.
2. Press directional button **UP/DOWN** to highlight the celebrations.
3. Press the ▲ button, ● button or ✖ button to assign the desired celebration to that button.
4. Press the **START** button to return to the NHL Cards menu.

To activate an Easter Egg NHL™ Card:

1. From the NHL Cards menu, choose EASTER EGGS. The NHL Cards Easter Eggs screen appears.
2. Highlight the Easter Eggs you want to activate and then press directional button **LEFT/RIGHT** to toggle them ON/**OFF**.
3. Press the ▲ button to return to the NHL Cards menu.

Saving and Loading

Save or load files from your memory card (8MB) (for PlayStation®2).

Note: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

Loading Files

Load your preferred Settings, Season, Playoff, Tournament or Roster.

To Load a file:

- To load a file for a Season, Playoff or Tournament, choose the appropriate game mode from the Game Modes screen, then choose the Load option from the pop-up window.
- To load a Settings configuration, choose LOAD SETTINGS from the Options menu.
- To load a Roster, select LOAD/SAVE ROSTERS from the Rosters screen, then choose LOAD ROSTERS.

Saving Files

You can save a Settings configuration, Season, Playoff, Tournament or Roster.

To Save a file:

- To save a Season, Playoff or Tournament, select the Save option from the Central screen (Season Central, etc.), then give the saved file a name in the same way as you give a name to a created player (for more information, see *Create Player* on p. 11).
- To save a Roster, select LOAD/SAVE ROSTERS from the Rosters screen, then choose SAVE ROSTERS. Give the saved file a name in the same way as you give a name to a created player (for more information, see *Create Player* on p. 11).
- To save a Settings configuration, choose SAVE SETTINGS from the Options menu.
  Note: In order to save game data, *NHL 2002* must first reserve the space on your memory card (8MB) (for PlayStation®2). The first time you attempt to save game data, a pop-up window notifies you of this and gives you the opportunity to reserve this space. Any further attempts to save game data will be saved within this reserved space on your memory card (8MB) (for PlayStation®2).
  Note: MEMORY CARD slot 2 is not supported

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